

United States Embassy Dakar, Senegal
Security Message for U.S. Citizens: *Continued Risk of Landmines in the
Ziguinchor and Sédhiou Administrative Regions*
November 29, 2016

The U.S. Embassy wishes to inform U.S. citizens about the continued risk of landmines in the administrative regions of Ziguinchor and Sédhiou. Though ongoing demining efforts continue to reduce this threat, the U.S. Embassy strongly urges U.S. citizens to restrict any travel within these regions to paved roads and within towns and consider limiting their overland travel to daylight hours.

Please remember to review your personal security plans, remain aware of your surroundings, including local events, and monitor local news stations for updates. Be vigilant and take appropriate steps to enhance your personal security.

We strongly recommend that U.S. citizens traveling to or residing in Senegal or Guinea-Bissau enroll in the [Department of State's Smart Traveler Enrollment Program \(STEP\)](#). STEP enrollment gives you the latest security updates, and makes it easier for the U.S. embassy or nearest U.S. consulate to contact you in an emergency. If you don't have Internet access, enroll directly with the nearest U.S. embassy or consulate.

For further information:

- See the [State Department's website](#), for the [Worldwide Caution](#), Travel Warnings, Travel Alerts, and [Country Specific Information for Senegal](#).
- Enroll in the [Smart Traveler Enrollment Program \(STEP\)](#) to receive security messages and make it easier to locate you in an emergency.
- Contact the U.S. embassy in Senegal, located on Route des Almadies, at +221 33-879-4000, 8:00 a.m. to 5:00 p.m. and Fridays from 8:00 a.m. to 1:00 p.m. After-hours emergency number for U.S. citizens is +221 33-879-4444.
- Call 1-888-407-4747 toll-free in the United States and Canada or 1-202-501-4444 from other countries from 8:00 a.m. to 8:00 p.m. Eastern Standard Time, Monday through Friday (except U.S. federal holidays).

- Follow us on [Twitter](#) and [Facebook](#).

